Amendments to the Specification:

Please replace the paragraph beginning on page 13, line 17, with the following rewritten paragraph:

The sorting section 138 performs the sorting so that objects to be varied in alpha value (within a depth cueing ~~area~~range) will be drawn sequentially from an object nearest to the viewpoint.

Please replace the paragraph beginning on page 17, line 13, with the following rewritten paragraph:

As shown in Fig. 2, this embodiment performs the depth cueing and alpha value processing only for an object which is within the depth cueing ~~area~~range (or a given ~~area~~range). In other words, only under a condition that an object is within the depth cueing ~~area~~range, the depth cueing value thereof is varied and the alpha value thereof is also varied. Thus, the processing load can be reduced since the processings relating to the depth cueing and alpha value will not be carried out for the object which is outside the depth cueing ~~area~~range. ~~With relating to the object~~For an object which is out of the depth cueing ~~area~~range, the problem of flickering in screen will not be raised even though the processings relating to the depth cueing and alpha value are not carried out.

Please replace the paragraph beginning on page 21, line 23, with the following rewritten paragraph:

In view of this, this embodiment sorts the objects of which alpha values are varied according to the technique of Fig. 2 (or the objects within the depth cueing ~~area~~range) to draw them sequentially from an object nearest to the viewpoint. In other words, as shown in Fig. 6B, the objects OB1 to OB4 to be varied in alpha value will be drawn in order of OB1,

OB2, OB3 and OB4. Thus, at D4, D5 and D6, the alpha blending will not be carried out between the nearer and deeper objects. Therefore, the nearer object will be over-written by the deeper object according to the hidden-surface erasing such as Z-buffer process (see Fig. 5C). Thus, the deeper object will not be viewable through the nearer object. More particularly, the image of the object OB2 will be hidden by the nearer object OB1 at D4; OB3 will be hidden by OB2 at D5; and OB4 will be hidden by OB3 at D6. Unlike Fig. 6A, thus, more natural images can be generated.

Please replace the paragraph beginning on page 23, line 13, with the following rewritten paragraph:

It is then judged whether or not the Z-value is within the depth cueing ~~area~~range (see Fig. 2)(step S3). If the Z-value is within the depth cueing ~~area~~range, DQ value (or depth cueing value) for a vertex in a polygon is computed based on the Z-value of that vertex (step S4), as described in connection with Fig. 4. In other words, the DQ value is varied such that the color of the vertex will be brought closer to the target color as the vertex is farther from the viewpoint. The alpha value of that vertex is also computed based on the Z-value thereof (step S5). In other words, the alpha value is also varied such that the vertex is made more transparent as it is farther from the viewpoint.

Please replace the paragraph beginning on page 23, line 25, with the following rewritten paragraph:

On the other hand, if the Z-value is out of the depth cueing ~~area~~range, the steps S4 and S5 are omitted. Thus, the processing load can be reduced.

Please replace the paragraph beginning on page 24, line 13, with the following rewritten paragraph:

Finally, the polygons out of the depth cueing ~~area~~range are drawn based on the results saved in the main memory (step S9). This completes the drawing process for one frame.